

Mega Man Legends 2 Walkthrough

by MegaBoy

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By Mega Boy

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- Updated the FAQ section.

This walkthrough can be used for either Rockman Dash 2 or Mega Man Legends 2
Read all this file before sending me any questions.
Check also if you have the last version of this walkthrough.

Walkthrough

1- Rescue Gramps

1.1- Save Data

Your mission is to put out the fire with the Aqua Blaster and save Data (no, I didn't ask you to save your game :) Be careful in the living room, when you extinguish the fire near the far left door, it will explode. Finally, get to the kitchen and clear the area... and Data, if he gets burned.

1.2- Build Dropship

Flutter items: Rapid Fire, Broken Motor, Picnic Lunch, 9000Z

Yosyonke town items: Broken Vacuum, Mechanic Notes 1, Reaverbot Claw, 1000Z

1.3- Portal 1

Goal: Find Joe, beat the boss and get the Refractor A

Items: Broken Model Gun, Old Hoverjets, Refractor A, 900Z

You will be on a snowy field with rabbits and Reaverbots: Avoid contact with both.
Once inside the ruin, explore the rooms before going down one floor.

Guardian: Spike Giant

This boss has a weak spot, the pink spike in his butt. If you get close enough, he won't have the time to move at all.

1.4- Enter the Forbidden Area

Goal: Beat the boss

Guardian: Giant Mammoth

Classic battle, run around and shoot. Be careful of its shockwave attack, don't jump too fast because it is slow. It is a long, but easy battle if you don't get stuck against a pillar while running.

1.5- Sulphur Bottom

Items: Heavy Duty Gear, 5300Z

Note: In each of the four Sealed Key ruins, you will have to find panels that will give you the map and items location, unlock doors or help you access to other parts of the ruins. Be sure to find them all.

2- Manda Sub-Gate

2.1- Portal 2

Goal: Get the Refractor B

Weapon suggested: Vacuum Arm

Items: Mechanic Notes 2, Bomb Schematic, Refractor B, 18800Z

Guardian: Spike Giant

Use the same strategy as the previous one.

2.2- Crabbot's attack!

Weapon suggested: Homing Missile

Tron's back, and she is more determined than ever to prove herself to Mega Man. It's up to you if you want to preserve the village, you'll just have to pay to rebuild it if you don't. Anyway, use your special weapon when you have a clear shot, otherwise run around and shoot your buster. When she spins around, there's not much you can do, except avoiding her.

Pokte Village items: Bowling Ball, Broken Drill, 7800Z

2.3- Manda Sub-Gate

Goal: Unlock the two doors, get the Card Key, raise the bridge, beat the Guardian and get the first key

Weapon suggested: Drill Arm

Items: Thick Pipe, Rusted Mine, Normal Helmet, 37000Z

As you enter, you will see a blue monolith, you need the Card Key to activate it and raise the bridge to upper part of the ruin.

Boss: Bola

The first time you encounter him, he is quite easy: run and shoot. When he throws his knives, you can jump, but you wouldn't need to if you run fast enough.

Boss: Bola 2

A little more different: Five wheeled spikes on the floor prevent you from running. Stay in place and shoot, but don't get too close to the wall or you won't be able to jump over his knife he's throwing.

When you see him stop and tap his sword on his shoulder, jump away at the last second to avoid his dashing attack. One last thing: when Bola gets over the middle wheel and attacks the other one, they won't return at the same place but rotate a little.

Guardian: Bubble Frog

Always stay on one of the four high columns, but never on the same one of the boss, it could poison you. Once in a while, the frog will eat the dragonfly to restore some of his energy, so destroy the fly when you see it. The attacks you should worry about are its tongue and the bubbles it produces, beside that, the battle is quite easy.

3- Nino Sub-Gate

Nino Platform items: 4500Z

3.1- Portal 3

Goal: Get money

Weapon suggested: Drill Arm

Items: 18000Z

Guardian: 2 Red Mantis

The mantis are not very hard, just run around.

3.2- BirdBots' attack!

Weapon suggested: Homing Missile or Buster Gun

The Birdbots are here to invade Nino. In each little missions, you'll have to protect the fortress from being destroyed while the citizens prepare the cannons to counter-attack. Go to each door one after the other and take the elevator and ladder to the top.

Door #1: Shoot the Birdbots approaching the door, blow out the crates in front of it and wait for the right switch to pass from red to blue to activate it. Then you'll be called to door #2.

Door #2: Even more easy, just blow out the Birdbots until you are called to door #3.

Door #3: That one's a little tougher, protect the door against the Birdbots and take down the battleship.

Upper platform: Concentrate on the Birdbots until the battle with the plane begins. When the plane drops on you, jump away.

4- Calbania

Items: 2000Z

Weapon suggested: Homing Missile

4.1- Portal 4

Goal: Get Refractor A

Items: Sniper Unit, Rusty Bazooka, Refractor A, 57500Z

4.2- BirdBots Fortress

Goal: Free the hostage girl

Items: Fried Chicken, Accessory Pack

This battle will be separated in six area:

Front: Take down the cannons and tanks and be careful that none of the two kids get knowcked out, or else, you'll have to carry them to the side.

Fortress side #1: The kids will get you a boost to get inside. Destroy the enemies and get the access key. You can get outside the fortress to save, Data will be here.

Fortress side #2: Two cannons and an high tower. Shoot down the birdbots throwing bombs at you. Don't forget to search the ruins of this fortress side. You can get two items here.

Fortress side #3: Fight against the planes and get back outside to save, you'll need it.

Fortress side #4: Three big tanks need to be destroyed here, plus the Birdbots. After the battle, equip the Lifter instead of your special weapon and put the metal crates near the balcony, so you can get up there and enter.

Inside and front door: After knocking down the Birdbots and saving the girl, a Birdbot will lauch the auto-destruct sequence. You'll have to act fast: destroy the Birdbots, the tanks and the cannon over the big door. When it's done, equip the Lifter and carry the girl over the door. If the countdown gets to zero, everything blows up!

5- Nino again

5.1- Glyde's attack

Weapon suggested: Machine Gun Arm

Roll will activate the ultimate weapon to take down Glyde's ship, but you'll have to protect her until the weapon is ready. Equip a weapon with high range and blow out the missiles as quickly as you can. When the meter indicates 100%, Roll will be ready to active this weapon with... unexpected effects ;) Go see the Guildmaster for two items: Firecracker, Rebreather

5.2- Nino Sub-Gate

Goal: Fill the ruin with water, beat the Guardians and get the second key

Weapon suggested: Drill Arm

Items: Mechanic Notes 3, Power Blaster, Range Booster Alpha, Sower, 121500Z

This ruin is special, because you can fill it with water with a control panel. I suggest that you left the water on until you reach the fifth level. You will move slower, but you will jump higher and be able to pick up heavy blocks. Don't forget to wear your Hydrojets.

Guardians: Spark Medusas

Those three jellyfishes are not very dangerous, avoid the sparks and you will win without a scratch. They are invincible when they spin. Also, concentrate on one and then, lower the energy of the second one as low as possible before destroying third one, because the last one is harder when it is alone.

Boss: Claymore

Claymore don't like to move around, he'll stay in place and shoot around. Just run around and he'll be gone before you know it. Although, watch where he shoots because he can shoot ahead of where you're running, so jump.

Boss: Claymore 2

Same battle, even if Claymore has learned some new tricks, the same strategy applies here. Watch out for his lasers.

6- Saul Kada Sub-Gate

6.1- Portal 5 (Class S Licence)

Goal: Get the Refractor S

Weapon suggested: Hyper Shell

Items: Sensor, Mechanic Notes 6, Refractor S, 40000Z

Guardian: Spark Medusas

6.2- Tiesel's Attack!

Saul Kada Items: 6800Z

Weapon suggested: Hyper Shell

When you enter the city, you can choose either the right or left big door. Choose the right door, you'll encounter a giant cannon and three turrets. Instead of shooting them right away, open the left door and you'll be able to attack from the back. You'll get the blue key and access a small room. Talk to the big guy, return to the beginning of the city and go through the big left door. You'll arrive to a place with electric fences, but don't attack yet. Go to the right, destroy the crates and talk to the big guy again who is waiting for you. He'll give you a lift and destroy all the fences and mines. On the other side, you'll encounter some citizens. Buy at the junk or gift shop and find the red key hidden behind a counter. Finally, save your game with Data and meet Tiesel.

Tiesel's back and he's got a ace up his sleeve: He stole the city statue and put it on his mecha. Be careful not to destroy it or you'll have to pay it back. Don't bother getting on the middle platform where Tiesel is, he'll protect himself with the statue. Get on one of the four corner platform or run around the center platform and shoot him slowly with a not too powerful weapon, or else the statue will get damaged too. If the statue should be destroyed, Tiesel will perform different attacks: he'll dive in the sand and get out to attack.

After the battle, there will be a guy hidden behind one of the platforms. He will sell you the Taser, but only if you have been a bad guy during the game.

6.3- Saul Kada Sub-Gate

Goal: Unlock the security systems A, B and C, beat the Lava Pillar sub-boss, beat the Guardian, beat Tron and Bon and get the third key

Weapon suggested: Hyper Shell

Items: Autofire Unit Omega, Soft Ball, Mechanic Notes 5, 69000Z

Strangely, you will meet the guardian almost in the beginning, but you cannot beat it yet, continue on your journey. Don't forget to wear your Asbestos shoes. They won't protect you completely from lava, but you won't sink in it.

Boss: Lava Pillar

With the help of the Bonnes, equip the Lifter, grab the Reaverbots and throw them at the pillar in the middle of the room. Act quickly, because the pillar regenerates itself slowly.

Guardian: Giant Skeleton

This boss too is easy: avoid his fire, sparks and shockwave and this guy's a goner.

Boss: Tron's Gustav

Surprisingly, Tron is not that difficult: run around and shoot. If her shield is up, stop shooting and resume as soon as she removes it. Keep your distances, she's got a flame-thrower.

Boss: Bon

Bon too isn't too hard, just watch out for the lava. When he launches his fists, he is invincible.

7- Kalinka Sub-Gate

7.1- Villain's final attack!

Weapon Suggested: Hyper Shell with maximum range and attack

Glyde and the Bonnes attack you on a train race. You must protect your train and destroy Glyde's and the Bonne's wagons. Choose a long range and powerful weapon and you won't have any problem. The thing you should worry about are the Servbots throwing bombs at you. But if you use a powerful weapon, shoot at the main target and the shockwave will knock them away. Right after the battle, get the Spike Chip in the area after the train was.

7.2- Kalinka Sub-Gate

Goal: Unlock the doors and the Crystals, trap the elephants, capture the Keys, get the fourth key and beat the Guardian

Weapon suggested: Hyper Shell

Items: Laser Manual, Shield Generator, Turbo Charger Omega, 88000Z

While digging the ruin, you will encounter blue and red pyramid-shaped crystals which blocks the way to another part of the ruin. You need the Blue and Red key to unlock them at their panels. The Red Crystal is not necessary, but it leads to an important item. Wear the Cleated Shoes.

Guardian: Ice Cell

Is this the Yellow Devil from the classic Mega Man series? It's a head incased into some jelly. Anyway, run around and keep your distances. When platforms appears above you, climb them or else you'll catch on "cold fire" because of the icy floor. After a while, the cell will chase you rapidly, don't bother shooting it and run away until it calms down.

8- Elysium Library

When the fourth key is returned to Bluecher, an important event will occur. Pay attention to everything that will be told and done.

8.1- Geast's attack!

There is an aerial battle between the light-skinned guy (Geast) and the dark skinned guy (Gast). Geast will win the duel, so you will have to beat him. He is not very difficult, shoot him and avoid his dashes. When Geast has lost most of his energy, he will not be able to fly anymore and he will land. Continue to shoot him from a distance.

Finally, everything is revealed: Rock's past, why he lost his memory and his mission. This can be confusing a little, so listen carefully.

8.2- Defense Area

Goal: Get the Giant Refractor

Weapon suggested: Hyper Shell

Items: Green Eye, Energizer Pack Omega, Booster Pack Omega, Sniper Unit Omega, Giant Refractor, 146000Z

You land on Elysium for the final showdown! You must travel throught the Defense Area to get to the Library. Some Reaverbots are new, some aren't. Equip yourself correctly and you shouldn't have any problem. There are some control rooms that will allow you to alter gravity and load data from Library's system. Always put low-gravity, because some time, you will encounter some pink beams that will put you in high gravity. High gravity are needed thought to break some floors and access hidden control rooms and chests. Some doors will be locked depending on the gravity. As usual, try to

find the map and item consoles to see if you have missed any items.

8.3- Side Area

Items: Accessory Pack Alpha, 60000Z

Finally outside! This area can be quite confusing at first, but it is quite simple. There are little islands at each eight cardinal points and you must get to the central island. You start at the South-West island and there are four Warp Doors on each island. (Not all of them are active) Some islands have a warp door to a far away island. Look at the map to understand better. Start by moving counter-clockwise to get to South, there is a warp to a chest on extreme South. Then move clockwise until you reach East, get a chest on the extreme East and move to the Central island. There, you should find an elevator that will lead you to the Shuttle Bay. Go back to Terra (Earth) to upgrade and have Roll build the Shining Laser. Back on the Central island, enter the building and save with Data.

8.4- Center Area

Weapon suggested: Shining Laser

Items: 250000Z

There are no Reaverbots or traps here but, you will encounter the four guardians again. One by level, plus the final boss at the last one. Finally, you get to the Library, save and follow the animation...

Final Battle!!

As you touch the Library's computer, Sera will try to "terminate your program", as Juno would say. :)

First form: As usual, run around and jump when the boss attacks.

When you see her surrounded by many pods, the gravity will be very high, so jump as high as you can when she creates a shockwave or run away.

Second form: This part is quite difficult, but the trick is to stay as far as possible. Anticipating her attacks is the key by watching her moves and listening to her. When she does her Black Hole attack, dash to the opposite side. This attack doesn't hurt you, but makes you an easy target because it attracts you down. Her various attack includes: Meteors, Multi-Lasers, Giant Wave and Sweeping Ray.

Weapons and Items

- Body Parts

Helmet

Normal Helmet

Padded Helmet

Armor

Normal Armor

Padded Armor

Padded Armor Omega

Link Armor

Link Armor Omega

Kevlar Armor

Kevlar Armor Omega

Shoes

Jet Skates

Used for dashing

Hover Shoes

Protects against electrified floors

Hydrojets

Used for dashing underwater

Asbestos Shoes

Protects from lava

Cleated Shoes

Prevents you from slipping on ice

- Buster Parts

Accessory Pack	Atk+1	Eng+1	Rng+1	Rpd+1
Accessory Pack Alpha	Atk+2	Eng+2	Rng+2	Rpd+1
Accessory Pack Omega	Atk MAX	Eng MAX	Rng MAX	Rpd Max (In Easy mode only)
Autofire Unit	Eng+2	Rpd+1		
Autofire Unit Omega	Eng+3	Rpd+2		
Blaster Unit	Atk+1	Eng+2		
Blaster Unit Omega	Atk+2	Eng+3		
Booster Pack	Atk+1	Eng+1	Rpd+1	
Booster Pack Omega	Atk+3	Eng+3	Rpd+1	
Buster Unit	Atk+1	Rng+2		
Buster Unit Omega	Atk+2	Rng+3		
Energizer Pack	Eng+1	Rng+1	Rpd+1	
Energizer Pack Omega	Eng+3	Rng+1	Rpd+3	
Power Blaster	Atk+2	Rpd+1		
Power Blaster Omega	Atk+3	Rpd+2		
Power Raiser	Atk+2			
Power Raiser Alpha	Atk+4			
Power Raiser Omega	Atk MAX			
Range Booster	Rng+2			
Range Booster Alpha	Rng+4			
Range Booster Omega	Rng MAX			
Rapid Fire	Rpd+2			
Rapid Fire Alpha	Rpd+4			
Rapid Fire Omega	Rpd MAX			
Sniper Unit	Eng+1	Rng+2		
Sniper Unit Omega	Eng+2	Rng+3		
Turbo Charger	Eng+2			
Turbo Charge Alpha	Eng+4			
Turbo Charge Omega	Eng MAX			
Upgrade Pack	Atk+1	Eng+1	Rng+1	
Upgrade Pack Omega	Atk+1	Eng+3	Rng+3	

- Weapons

Lifter

When you unequip your special weapon, you can grab items and enemies and carry them along.

Buster Cannon (Thick Pipe + Artillery Note)

Shoots a energy ball

Very fast and powerful, but gives a little recoil

Hyper Shell (Rusty Bazooka + Firecracker)

Shoots a homing energy ball

Powerful weapon, but slow to recharge

Homing Missile (Bottle Rocket + Radar Notes)

Shoots homing missiles

Good all-around weapon

Ground Crawler (Bowling Ball + Rusted Mine)

Shoots little bug-like bombs. They crawl on the floor and walls until they explode

Hard to predict when they explode

Vacuum Arm (Broken Motor + Broken Vacuum)

Sucks refractors and power-ups, no attack potential

Very cheap to upgrade. Useful when digging for money

Reflector Arm (Bomb Schematic + Superball)

Shoots iron balls that rebound on the walls

Shield Arm (Shield Generator + Shielding Notes)

Creates an energy field all around you

Does not protect against powerful attacks

Blade Arm (Zetsabre + Beam Blade Notes)

Sword-like attack. Press the button quickly to execute a combo

Shining Laser (Laser Manual + Green Eye)

Shoots a powerful continuous ray of light

Best weapon of the game, but incredibly hard to upgrade

Machine Gun Arm (Broken Model Gun + Long Barrel)

Shoots shells at a fast rate

Not very powerful

Spread Buster (Sower + Spread Fire Notes)

Shoots many small energy balls on a wide range

Aqua Blaster

Shoots water

Only used in the Flutter

Drill Arm (Broken Drill + Heavy Duty Gear)

A drill is attached to your arm, can broke some weak walls

Powerful, but low range. Cheap to upgrade

Crusher (Soft Ball + Taser)

Produces a big electric ball that will shock everything around.

Hunter Seeker (Sensor + Autofire Notes)

You shoot small drones that will shoot at enemies at the same time as you. After some time, they explode.

- Junk Shop Items

Life Pack (5 in total)

Adds a unit to your life gauge

Energy Canteen

Used to refill your energy, can be refilled at the stores

Extra Pack (99 in total)

Adds a unit to your Energy Canteen

Medecine Bottle

Used to cure your status, can be refilled at the stores

Medicine Pack (99 in total)

Adds a unit to your Medecine Bottle

Hyper Cartridge (1 at a time)

Refills your Special Weapon energy

Flame Barrier

Protects against Fire status

Light Barrier

Protects against Numbed status

Skateboard

Used to make the Jet Skates

Joint Plug

Used to make the Adaptor Plug

Light Chip

Used to make the Hover Shoes

Aqua Chip

Used to make the Hydrojets

Resist Chip

Used to make the Asbestos Shoes

Spike Chip

Used to make the Cleated Shoes

Padded Helmet

Normal Armor

Padded Armor

Padded Armor Omega
Link Armor
Link Armor Omega
Kevlar Armor
Kevlar Armor Omega
Buster Parts (20 in total)
Refractor B (Can be sold)
Refractor A (Can be sold)
Refractor S (Can be sold)

- Gifts Shop Items

Cushion
 Gift to Roll
Doll
 Gift to Roll
Sulphur Bottom Model
 Gift to Roll
Comic Book
Wallpaper
Game Cartridge
Plant
Vase

- Special Items

 Class B Licence
 Class A Licence
 Class S Licence
 Class SS Licence!
 2 letters from Servbots and 3 from the twins
 Lots of keys from the Sub-gates

- Pokte Village Quiz Items

 Pencil
 Quiz Notes
 Book
 Candy Apple
 Pokte Tea
 Pokte Mug
 Zetsabre (From the 100-questions quiz)

- Other Items

 Mechanic Notes 1 -> Radar Notes
 Mechanic Notes 2 -> Artillery Notes
 Mechanic Notes 3 -> Spread Fire Notes
 Mechanic Notes 4 -> Beam Blade Notes
 Mechanic Notes 5 -> Shielding Notes
 Mechanic Notes 6 -> Autofire Notes
 Picnic Lunch (In the fridge of the Flutter)

Status

- Fire

 You will take on fire and lose slowly your energy

- Numbed

 Your abilities will be reduced by one half: jumping, running...

- Frozen

Same as fire status

- Jammed

You will not be able to shoot your Mega Buster and your Special Weapon energy will drop drastically

Sub-Quests and Happenings

Roll's shower

This one is just for fun: When you get on the bridge and Roll is not there, Go to the Bathroom and you'll surprise Roll taking a bath. Unfortunately, you don't see anything. ;)

Pokte Quiz

Outside of Pokte village, there is the house of the mayor. The mayor and two of her students will test your knowledge. Pass all the quizzes and you will get interesting items.

Races

As with MML, you have three races and you win money if you complete them within the time required.

To enter the races, you must talk to the guy guarding the gold statue in Saul Kada.

Licence upgrading

Upgrading your Digger Licence can allow you access to certain ruins. You can upgrade at two places:

- Kalinka, talk to the girl in the church.
- Nino, talk to the girl in the "Digout" room.

They will propose you a timed challenge inside a ruin without any upgrades, just your normal buster. The higher the Licence, the harder the challenge. Getting the Class S Licence is almost impossible, I suggest taking the Hard Mode game instead, where you get a Class S Licence automatically.

Remember: The higher the licence, the tougher the Reaverbots get in the game, but you get more money too!

Once you beat the game, you will have access to other modes:

- Easy: More money, easier enemies and the Accessory Pack Omega, that maxes every stats of your Buster! You get a Class C Licence. You can enter any ruins with it thought.
- Normal: That's the mode that you begin with a Class B Licence.
- Difficult: Less money, harder enemies, but you got a Class S Licence!
- Very Hard: Even tougher enemies and a Class SS Licence!!

Tips & Facts

Each time you find one of the four keys, you have to return to the Sulphur Bottom, new items and upgrades will be available at the Junk Store.

Learn to attack an enemy while circling it as soon as possible.

However, when there are a lot of enemies around you, locking-on while circling is not a good idea. I recommend another technique: Stay in place and tap quickly on R2 as you shoot. You will attack every enemies quickly that way. It works great with a powerful and fast weapon or weak enemies.

Main differences between the first and the second game

- Except for one (in Saul Kada Portal), all cracks in wall holds money.
- Roll doesn't develop Buster Parts anymore, you buy them or find them.
- You now got capsules to refill your weapons (the blue ones).
- The ruins are not connected together.

- You can move while locking-up on an enemy.

References to Mega Man and Mega Man X

- A black Zero poster in the Gift shop in Kalinka
- A Mega Man animation on the TV of the bar in Kalinka
- Comic books with Kalinka or Ice Man in some houses of Kalinka
- When you buy a Comic Book from a Gift Shop, you'll see it Rock's bedroom, with Mega Man on the cover.
- If you read Barrel's books in his room, you learned that Roll named Mega Man... after her favorite videogame.

Frequently Asked Questions

Q: What is the difference between a Portal and a Gub-gate?

A: You don't need to enter the Portals to complete the games. But the Sub-gates containing the Sealed Keys need to be completed.

Q: Where is the "Heavy Duty Gear"?

A: On the lower deck of the Sulphur Bottom in a crate, hidden behind a column next to the elevator.

Q: I'm in the Nino Sub-gate, I see a very high red wall. How can I jump over it?

I try to pick up the blocks around, but I cannot lift them.

A: You need first to fill the ruin with water, then you will be able to lift the blocks and use them to jump over the wall.

Q: I'm in the Nino Sub-gate, on floor B-4 and there is a very far and high door I can't reach.

A: When you enter the room, dash and press forward on the control pad, you should jump high enough to grab the ledge of the door's platform.

Q: I'm in Saul Kada Sub-gate and the giant Reaverbot boss doesn't seem to suffer from my attacks.

A: Don't waste time on it, continue in the ruins, unlocking gates. After you beat the Pillar sub-boss, the giant boss will be vulnerable, not before.

Q: I'm in Saul Kada Sub-gate and there are two horizontal flames blocking me.

A: Just shoot through them, you should destroy the panel on the other side controlling them.

Q: I'm on the train fight in Yosyonke village and can't seem to make any damage to the first wagon shooting missiles.

A: You either need to have the Hyper Shell with maximum range or equip the Lifter, pick up the missiles and throw them back at the train.

Q: I'm in the Kalinka Sub-gate, on floor B-4 and I can't open the locked gates.

A: You need to lure the elephant-like Reaverbots to the pits to unlock the doors.

Q: I'm in the Kalinka Sub-gate, on floor B-5 and I can't catch the three Reaverbots Keys.

A: You need to sneak behind them by walking slowly. When you are close enough, you'll get them automatically.

Q: Can we win items in the races?

A: I'm almost 100% sure you can win only money, can anyone confirm this? :)

Q: What do I do with: Reaverbot Claw, Mug and Pokte Tea?

A: You can sell the Claw to the guy hidden in the place you fought Tiesel. As for the other items, you can sell them.

Q: Why the guy with glasses in Saul Kada refuses to sell his items to me.

A: You need to be dark (bad).

Q: How can I become a bad guy?

A: Act like one in the game.

Q: How can I become a bad guy FAST?

A: Kick the pig in Calbania Island as long as you (and the pig) are black.

Q: How can I become a good guy?

A: Make donations to the church in Yosyonke village.

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